SPACE STATION ZULU

T.M. Reg. Appl. For

I. INTRODUCTION

On a planet known as Yarg dwell a peace-loving civilized race called Yargs who take great pleasure in studying and investigating the galaxy they inhabit.

After discovering the wondrous secrets of the Xhapthon star drive system they became even more deeply involved in space exploration. Soon their stellar expeditions were scattered far and wide. The Yargs, being the logical folk they are, found it convenient to establish outposts where expeditions could resupply and relax without always having to return to the planet Yarg.

Space Station Zulu is one such outpost, positioned in orbit around a huge gaseous giant in a farflung sector of the galaxy. The 43 member crew of the Zulu spends most of their time studying this star of stars while simultaneously maintaining a hospitable refuge for their space-weary kin. The crew of the station stand three month tours in between which they are frozen in suspended animation.

So it came to pass that shortly after an exploration ship had left the station the computer notified the captain that the space station's sanctity had been violated by unknown alien lifeforms. The computer had already deduced from various readings that the alien being had three stages of growth: spores, larva and adults. It also surmised that the creatures were a deadly peril and appeared to be scattered throughout the station and that their numbers were increasing rapidly.

The battle began!

Now you can reinact this desperate struggle as captain of the Space Station Zulu, directing your crew against the ever-growing aliens.

SPACE STATION ZULU

TABLE OF CONTENTS

CREDITS

GAME DESIGN: Dennis Shields
Atari Programmer: Dennis Shields
Apple Programmer: Dennis Milbert
Technical Advisor: Russel Haggerty

PLAYTESTERS:
William Volk
Gregory Liebzeit
Alan R. Moon
Richard Leach
John Osborne
Richard Snider
Charles Kibler
Lawrence McCauley

ARTWORK & GRAPHICS
Charles Kibler

PREP. DEPT. COORDINATOR:
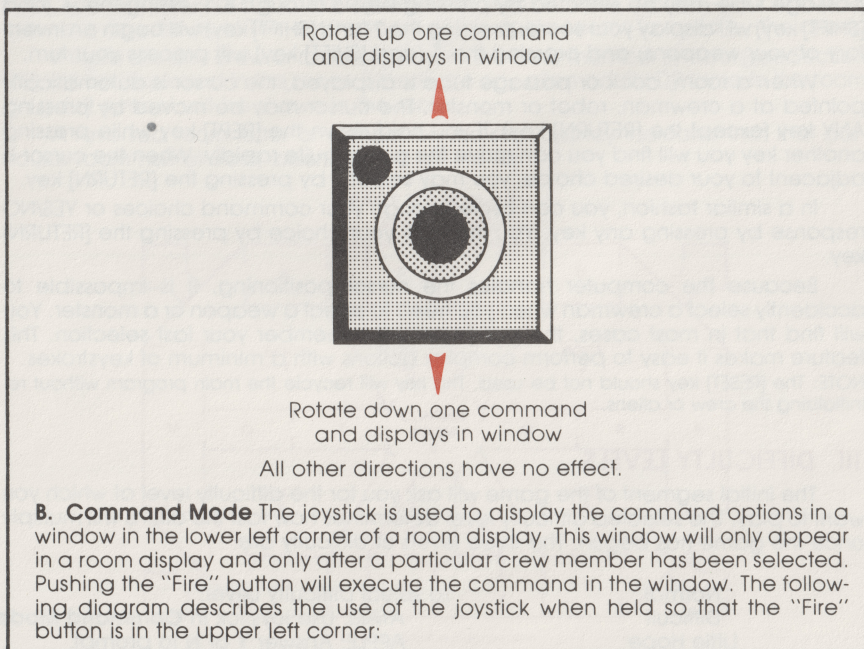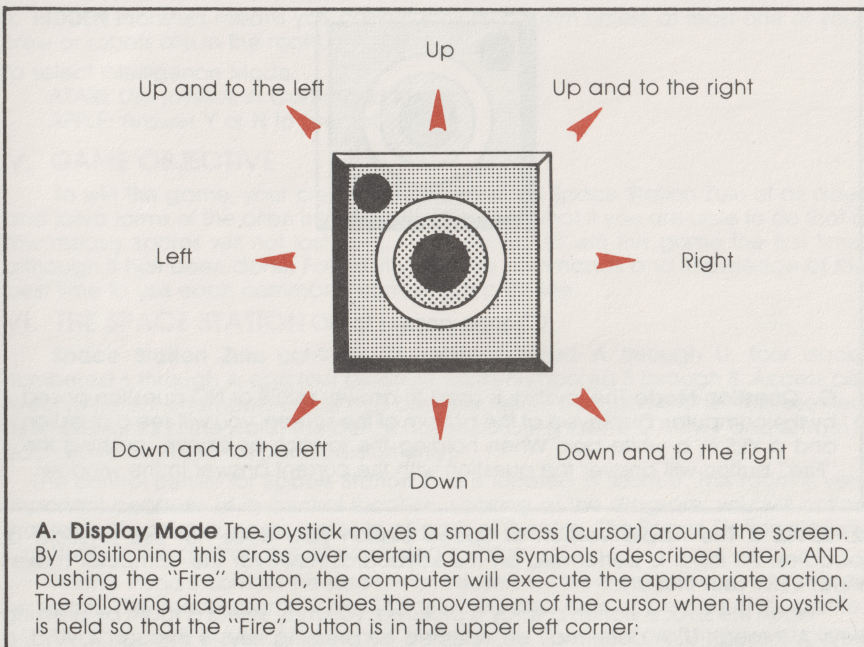Elaine M. Adkins

TYPESETTING:
Colonial Composition
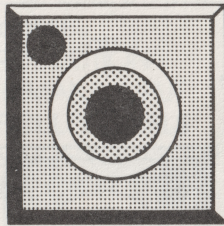
PRODUCTION:
Monarch Services

II. COMMAND INPUT

1. ATARI One joystick is required to play **Space Station Zulu.** This joystick should be connected to port #1 in the front of the computer. The joystick is used in three modes:

Up

Up and to the left   Up and to the right

Left   Right

Down and to the left   Down and to the right

Down

A. Display Mode The joystick moves a small cross (cursor) around the screen. By positioning this cross over certain game symbols (described later), AND pushing the "Fire" button, the computer will execute the appropriate action. The following diagram describes the movement of the cursor when the joystick is held so that the "Fire" button is in the upper left corner:

Rotate up one command
and displays in window

Rotate down one command
and displays in window

All other directions have no effect.

B. Command Mode The joystick is used to display the command options in a window in the lower left corner of a room display. This window will only appear in a room display and only after a particular crew member has been selected. Pushing the "Fire" button will execute the command in the window. The following diagram describes the use of the joystick when held so that the "Fire" button is in the upper left corner:

Change answer to YES

Change answer to NO

C. Question Mode The joystick is used to answer a YES or NO question posed by the computer. Displayed at the bottom of the screen, you will see a question and a YES in a white box. When holding the joystick as above, pushing the "Fire" button will answer the question with the current answer in the window:

2. APPLE II The Apple version of Space Station Zulu does not use joysticks or paddles. All input is performed on the keyboard. However the computer makes input VERY user-friendly.

When the space station display is pictured, you may select a room by pressing keys **A** through **U**. A dock may be selected by pressing keys **1** through **4**. And, a passage tube may be selected by pressing keys **5** through **8**. Pressing the + (and [SHIFT] key) will display your score; pressing the **?** (and [SHIFT] key) will begin an inventory of your weapons; and pressing the * (and [SHIFT] key) will process your turn.

When a room, dock or passage tube is displayed, the cursor is automatically pointed at a crewman, robot or monster. The cursor may be moved by pressing ANY key (except the [RETURN] key). If you hold down the [REPT] key while pressing another key you will find you can move the cursor quite rapidly. When the cursor is adjacent to your desired choice, you may select it by pressing the [RETURN] key.

In a similar fashion, you can cycle through your command choices or YES/NO response by pressing any key. You indicate your choice by pressing the [RETURN] key.

Because the computer handles the cursor positioning, it is impossible to accidently select a crewman when you need to select a weapon or a monster. You will find that in most cases, the computer will remember your last selection. This feature makes it easy to perform complex actions with a minimum of keystrokes.

NOTE: The [RESET] key should not be used. This key will recycle the main program without re-initializing the crew or aliens.

III. DIFFICULTY LEVELS

The initial segment of the game will ask you for the difficulty level at which you want to play. The selected difficulty level determines how fast the aliens will multiply once the game has begun. The three levels of difficulty are:

Normal	To select Difficulty Level:
Difficult	ATARI: Use joystick in **Command Mode**
Little Hope	APPLE: Answer **Y** or **N** to prompt.

4

IV. INTELLIGENCE MODE

The initial segment will also ask you to select an intelligence mode. The two intelligence modes are as follows:

A. VISIBLE monsters means you can look in any room and see how many monsters are there and the type (except spores).

B. HIDDEN monsters means you cannot look at a room unless at least one of your crew or robots are in the room.

To select Intelligence Mode:
ATARI: Use joystick in **Command Mode**
APPLE: Answer **Y** or **N** to prompt.

V. GAME OBJECTIVE

To win the game, your crew members must rid Space Station Zulu of all adult and larva forms of the alien intruders. It is assumed that if you are able to do that a few measly spores will not last long. Don't expect to win this game the first time, although it has been done. Familiarity with the commands and knowledge of the best time to use each command comes with practice.

VI. THE SPACE STATION

Space Station Zulu contains 21 rooms lettered A through U; four docks numbered 1 through 4; and four passage tubes numbered 5 through 8. Access between different chambers of the ship can only occur through hatches represented as small niches in the walls. The bulkheads separating rooms O from P and Q from R each have two hatches (Atari version only).

The control center for **Space Station Zulu** is located in room U. This room is very important because of its central location. Looking at the diagram, you will notice that room U controls access routes to all parts of the ship. The Space Station virtually runs itself so the controls are of no strategic value.

Rooms T and S contain the suspension freezers for the crew who are not currently on watch. The freezer rooms hold 32 frozen crew members at the start of the game.

The four dock areas of the Space Station have no shuttle craft in them at game start. Furthermore, no ships are expected for two or three months—you and your crew are on your own! The environment of the docks seems favored by the aliens.

If there are any crew or robots in a room the crew member symbol (see Section VIII) will be displayed in the room. If there are any alien adults OR larva in the room an adult symbol will be shown in the room.

A reversed room letter or number on the ship display indicates that that particular room has already been plotted for this turn.

SPACE STATION ZULU
Room Display

Shaded areas are not accessible.
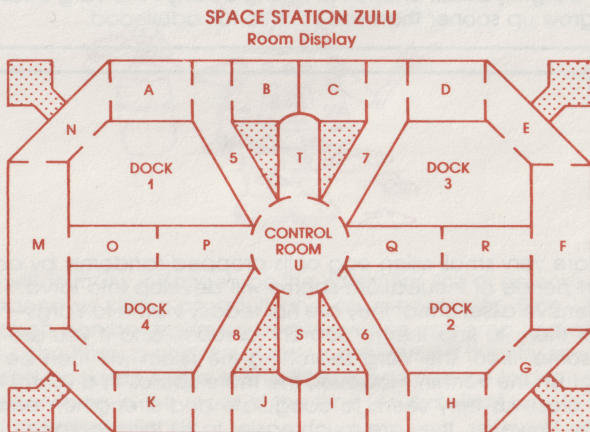
VII. THE ALIENS

Even though there is only one species of alien creature on board Space Station Zulu, that one species has THREE different levels of growth, each with different characteristics.

Atari
Adult Alien

Apple
Adult Alien

A. ADULT aliens are big, ugly and generally very tough to kill. They have a voracious appetite and find Yargs quite tasty. One Yarg cannot kill an adult without a weapon, two Yargs can kill an adult if they are very lucky, and three Yargs have a reasonable chance of success. Furthermore, adult aliens scatter spores throughout the ship.

Atari
Larva

Apple
Larva

B. LARVA-size aliens are small and rather slimy creatures that also have huge appetites. One Yarg has a fighting chance against a Larva, but the chances are much better when two or more Yargs gang up on one. On the other hand, a larva has a slightly better chance of eating a Yarg if the Yarg doesn't get him first. Larva grow up sooner than you'll like to full adulthood.

C. SPORES are very small alien egg cells dropped randomly by adult aliens. After a short period of incubation, spores will develop into larva. The spores' biggest defensive asset is that they are not readily visible to Yargs—Yargs must "Search" for them to find them. "Search" a room, and if you are lucky, you might find some. If so, the Yarg searching the room will then be given the chance to crush the vermin. However, the more spores in a room, the harder they are to crush as they seem to coagulate and strengthen each other in large groups. However, they are much easier to kill than larva.

VIII. THE CREW

Roster of **Space Station Zulu:**

    4 Robots
   16 Yargs, awake
   32 Yargs, frozen
   1 Captain (you, not pictured)

Atari
Yarg

Apple
Yarg

A. YARGS are a friendly race and they don't feel comfortable killing. They don't feel comfortable being eaten either, so they do their best to overcome their natural instincts for amity. As a result, they are not too swift in hand-to-hand combat with the aliens. Adult aliens make an easy lunch of them, and larva also have a reasonable chance of feasting.

Atari
Robot
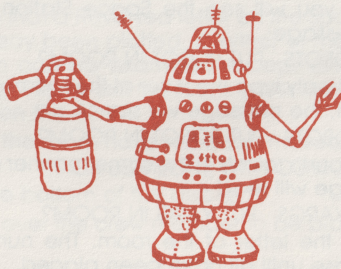
Apple
Robot

B. ROBOTS will, in many instances, be the Yargs' first line of defense. They have a good chance of killing an adult and an even easier, time killing larva. However, robots can be destroyed by aliens when cornered and attacked en-masse. They also have a chance of being destroyed if they try to expose their thinly-armored backside to the aliens. Robots can also be told to self-destruct, which kills everything in the room at the time (An excellent way to be rid of a room full of breeding aliens!).
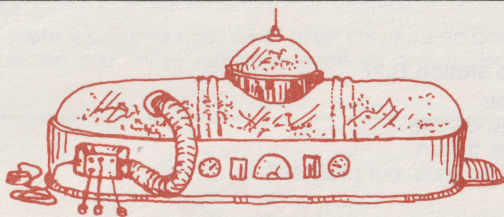
C. FROZEN YARGS are located in the freezers in rooms S and T. The defrost procedure is a tedious process requiring the utmost concentration. Therefore no Yargs can be defrosted when there are adult or larva aliens in the room, since these creatures have a way of distracting Yargs (sometimes permanently!).

    Requirements to defrost a Yarg:
    1. No adult or larva aliens in the room
    2. At least one Yarg or Robot in the room
    3. At least one crew member in deep freeze

 One crew member can be defrosted in room S and/or T each turn that the above conditions are met. Note that room S and T are independent of each other; that is, conditions not met in one room will not affect defrosting in the other.

D. THE CAPTAIN of Space Station Zulu is not represented on the screen. Instead, you play the part of the captain and are responsible for directing all the robots and Yargs throughout the ship. You are not affected by the aliens unless you lose the game, at which time you are also presumed dead.

IX. INITIAL PLACEMENT

 When the game starts, you will see the Space Station display and, at the bottom of the screen, the message:

       4 ROBOTS PUT ROBOT IN ROOM?

To place a robot in a room, simply type the letter of the room where you want to put it. After placing the first robot, the message will say:

       3 ROBOTS PUT ROBOT IN ROOM?

Place the second, third and fourth robots in the same manner as the first. After placing all the robots, the message will read:

       16 YARGS PUT YARG IN ROOM?

Place each Yarg by typing the letter of the room. The number of Yargs in the message will steadily decrease until all have been placed.

NOTE: Robots and Yargs are presumed to be residing in rooms at game start. Hence they may not be placed in Passage Tubes or Landing Docks during initialization.

Then the message

       GOOD LUCK

will be displayed and you are ready to play. Note that the Crew member symbol will not appear on the screen until the next time ship is drawn.

ATARI Note: Except for the [START], [SELECT] and [OPTION] keys, the keyboard is not used for the rest of the game.

X. THE ROOM DISPLAY

A room may contain up to 24 adult aliens, 24 larva, 24 Yargs, 4 robots and an unlimited number of spores. To the left of the room display is shown all of the weapon types that can be picked up in the room. To the left of the weapon symbol is the number of weapons of that type in the room. To the right of the symbol is the registered effect of that particular weapon on the aliens. A 0 means the weapon is untried. A 1 means the weapon has NO EFFECT. A positive number greater than 1 means it harms the aliens (the larger the number the more potent the weapon). A negative number following the weapon means the aliens thrive on the effects of the weapon.

# IN ROOM	SYMBOL	EFFECT	EFFECT EXPLANATION
2	▮	0	Untried weapon.
1	⊤	−30	Weapon makes aliens grow.
3	◢	1	Weapon has no effect.
2	▬	80	Weapon is very deadly to aliens.

At the bottom of the room display is the command window. All computer messages will appear here. At the bottom right (after the cursor has been moved) the room identifier (the number or letter ID of the room) will be shown.

The breaks in the walls of the room display correspond to the exits. When more than one exit in a side is shown, an extra prompt will be provided for movement. The uppermost or rightmost exit will always be referred to first.

XI. SEQUENCE OF PLAY

1. ATARI: Move the cursor, using the joystick (according to the procedure outlined in Section II.A.1), over the letter or number of the room you wish to investigate and push the "Fire" button.

APPLE: Input the letter or number of the room you wish to examine.

2. The room and its contents are then graphically displayed on the screen.

A. If there are no crew members in the room the message:
NO CREW MEMBERS HERE!
OR
SORRY YOU CANNOT LOOK IN THIS ROOM
will appear.

B. If the crew in this room have been moved already, then the message
THIS ROOM IS COMPLETE!
will appear. Note that a Reversed letter on the Space Station display indicates the room has alreay been plotted. In either of the above two cases, the contents of the room can be examined except when playing with the Hidden option (see Section IV). To exit the room, press the "Fire" button on the ATARI or the [RETURN] key on the APPLE.

C. If the crew in the room have not been moved yet this turn, the message
PICK SOMEONE WITH CURSOR
will appear at the bottom of the display.

3. Position the cursor over the crew member to be plotted and hit "Fire" or (APPLE:) [RETURN].

4. Pick the command you want executed and hit "Fire"/[RETURN].

5. Answer the computer's prompts, if any, for that command.

6. When the command has been plotted, the computer responds with
OK NEXT

7. You should then position over the next crew member to be given an order, and repeat steps 3 through 7 until either all crew members have been plotted or a PASS command is given.

8. All combat initiated by the player for that particular room is then performed and the results are reported to the player.

9. The Space Station display is drawn again and you may pick another room. Complete steps 2 through 8 as applicable. If you are finished giving orders to all of your crew that you want to press the appropriate button to process the turn.

<div align="center">ATARI: the yellow [START] button
APPLE: the * and [SHIFT] key simultaneously</div>

10. During the turn processing the following things happen:

   A. All crew members plotted to move are moved.

   B. Aliens attack and casualties are reported.

   C. Aliens move and grow on ODD numbered turns.

   D. Yargs are thawed if requirements are met.

   E. The computer responds with

<div align="center">FINISHED</div>

which signifies the end of the turn. The player then presses the "Fire"/[RETURN] key to plot the next turn.

XII. · COMMAND OPTIONS

There are nine commands. Each one will be covered separately.

1. MOVE The MOVE command allows you to move a crew member from one room to an adjacent connected room. The MOVE command is invalid when aliens are in the room.

   A. Position the cursor over the crew member to be moved. "Fire" or RETURN.

   B. Position the MOVE command in the window. "Fire"/[RETURN].

   C. The computer will display the direction window. Position the direction you wish to travel in the window. "Fire"/[RETURN].

   D. The computer will then respond:

<div align="center">MOVE TO ROOM   YES</div>

giving the room identifier of where this move will put the crew member moved. If this is not the room you wish to move to, position the NO answer in the window (see section II on how to do this). "Fire"/[RETURN].

   E. When you answer YES, the computer asks:

<div align="center">CARRYING A WEAPON?   YES</div>

If you wish the crew members to carry a weapon with him, answer YES by hitting the "Fire" or [RETURN]. If you do not wish him to, position a NO in the window and execute by hitting "Fire" or [RETURN].

   F. If you asked for a weapon, the computer will respond:

<div align="center">WHICH WEAPON?</div>

Position the cursor over the weapon of your choice. After selection, the computer will respond with:

<div align="center">YOU ARE CARRYING name of weapon.</div>

Hit "Fire" or [RETURN] and the move is plotted.

2. RETREAT The RETREAT command is used when you wish a crew member to move out of a room that contains alien adults and/or larva. When you retreat, the aliens will have a chance to attack each crew member leaving or to try to block their way.

   A. Position the cursor over the crew member you wish to retreat. "Fire"/[RETURN].

   B. Position the RETREAT command in the window. "Fire"/[RETURN].

   C. The computer will then calculate the aliens' response to your retreat. Sometimes the aliens don't notice that the crew member is leaving, or are too slow to react and the computer will respond:

<div align="center">YOU ESCAPED.</div>

The sequence is then identical to steps C through F of the MOVE command. Remember, the aliens will frequently attack the crew member as he attempts to exit. Be careful!

3. SEARCH The SEARCH command is used solely to find alien spores scattered about the ship's various rooms and chambers. Since the spores are so small, they don't show up on the screen display and special time must be taken to search if you want to nip them in the bud.

   A. Position the cursor over the crew member that is to search. "Fire"/[RETURN]
   B. Position the SEARCH command in the window. "Fire"/[RETURN].
   C. The computer will then respond with one of the three messages:

   1. NO SPORES FOUND HERE
   Indicates that there are no spores in the room.
   2. YOU DON'T SEE ANY SPORES HERE
   Means there may or may not be any spores in the room.
   3.   SPORES HIDDEN HERE (the number found is given)
   Means that there are that many spores in the room. The computer then asks if you wish to have the crew member to attempt to crush and annihilate the embryonic aliens.

4. DRAW SHIP It is sometimes necessary to refer back to the ship display when plotting a move. This command will redraw the Space Station display.

   A. Position the cursor over the crew member. "Fire"/[RETURN]
   B. Position DRAW SHIP in the command window. "Fire"/[RETURN]
   C. The ship display will be shown.
   D. When you are ready to return to the room display (your only choice), press the "Fire" (ATARI) or [RETURN] (APPLE) button.
   E. NOTE; the crew member can still be plotted to do something else.

5. PASS When you have plotted all the crew members in the room that you wish to, the PASS command will let you exit from the room display.

   A. Position the cursor over a crew member. "Fire"/[RETURN]
   B. Position the PASS command in the window. "Fire"/[RETURN]
   C. The computer will mark this room as completed and will return to the ship display.

6. DEFEND The DEFEND option gives a Yarg a better chance of surviving an alien's attack, as the Yarg is now expending all his efforts in defensive tactics. It is important to realize that a robot cannot defend like a Yarg. Instead, a robot, being the self-sacrificing individual it is, interprets a DEFEND command as an order to self-destruct, which clears the room of all life (except frozen Yargs).

   A. Position the cursor over a crew member. "Fire"/[RETURN]
   B. Position the DEFEND command in the command window. "Fire"/[RETURN]
   C. If your crew member is a Yarg, then the Yarg will have a better chance of surviving. If the crew member is a robot, the message:
                  ROBOTS CANNOT DEFEND
   will appear.
      1. Press the "Fire" Button. (Atari version only)
      2. The computer will respond:
                  DO YOU WANT TO SELF-DESTRUCT?
      3. Position the YES or NO answer in the window. If your reply is YES, then everybody in the room dies in a fiery blast. If you answer NO, you are given the opportunity to select another command for the robot. NOTE: Any crew members who have left the room before the self-destruct command was given will not be effected.

11

7. ATTACK This command is used to attack, "hand-to-hand", with the nasty aliens. More than one crew member can (and should) attack the same alien.

A. Position the cursor over the appropriate crew member. "Fire"/[RETURN]

B. Position the ATTACK command in the window. "Fire"/[RETURN]

C. The computer will respond with:

WHICH MONSTER?

D. Position the cursor over the alien you want to attack. "Fire"/[RETURN]

E. The computer will plot the crew member to attack that creature.

F. The computer will resolve the combat during the attack phase.

8. USE WEAPON This command is used to attack an alien with a certain weapon in hand. Remember that weapons have one of three effects on aliens and the effect for a given weapon type remains the same for the entire game (but will be different from game to game). Furthermore, each crew member manning a weapon can only affect one alien per attack phase. There are no weapons that will attack all aliens in a room except a self-destructing robot. When a crew member attacks with a weapon, he foregoes any hand-to-hand opportunities.

A. Position the cursor over the crew member. "Fire"/[RETURN]

B. Position the USE WEAPON command in the command window. "Fire"/[RETURN]

C. The computer will respond:

WHICH WEAPON?

D. Position the cursor over the weapon symbol to the left of the room display. Press "Fire"/[RETURN] when the cursor is at the appropriate weapon.

E. The computer will respond with:

YOU ARE HOLDING A *some weapon*
WHICH MONSTER?

F. Position the cursor over the monster you wish to use the weapon and hit "Fire"/[RETURN].

G. The computer will plot the attack. The computer will resolve the combat during the attack phase, when all attacks in that room have been plotted and the PASS option chosen.

NOTE: If more than one weapon is used on the same alien, the effects of each weapon will combine.

9. MASS MOVE The MASS MOVE command allows you to move a large number of crew from one place to another without answering all the questions on the move option for each crew member. The MASS MOVE command is invalid when there are alien adults or larva in the room.

A. Position the cursor over the first crew member to move. "Fire"/[RETURN]

B. Position the MASS MOVE command in the command window. "Fire"/[RETURN]

C. Answer questions C through F as described in the MOVE command.

D. The computer will then respond:

PICK NEXT MAN

Position the cursor over next crew member to go with the group. Each crew member will be given the chance to carry a weapon, providing there are weapons available, of course.

E. To terminate the MASS MOVE command, position the cursor over any crew member that is already plotted and hit the "Fire"/[RETURN] button.

XIII. WEAPON INVENTORY

It is sometimes helpful to know where you can find a certain weapon. To do this, press:

ATARI: the yellow [SELECT] button
APPLE: the **?** and [SHIFT] key simultaneously

while in the Space Station display. The computer will then display the name of the weapon and its effect. You will then be asked if you want the weapons various locations about the ship displayed. After examining the weapon and its locations, the next weapon will be displayed. Continue stepping through each weapon until all of the weapons have been displayed. At this point, to return to the Space Station display, hit the "Fire"/[RETURN] button.

The various weapons available to the crew members are:

SYMBOL		NAME	DESCRIPTION
ATARI	**APPLE**		
		Knife	Sharp cutting instrument
		Laser Gun	Blinding, cruel laser beam
		Rad Bomb	Silent but deadly radiation
		Big Hammer	A slammer-hammer
		Fire Torch	Hot stuff
		Noise Bomb	Ear-shattering cacophony
		Ice Bottle	Concentrated Arctic
		Shock Rod	An electrifying experience
		Grenade	Boom-bang, gotcha!
		Rifle	Projectile Thrower

XIV. ATTACK PHASE

During the attack phase, the computer resolves any plotted combat against each alien. The computer calculates a maximum damage possible based on the attacks and weapons used against each alien, starting with the adult aliens. It then randomly calculates the actual damage sustained and compares it to the life point total of the monster type attacked. If the damage is equal to or greater than the life points, the monster dies. If the damage is less than the creature's life points, it will live. There is no partial damage calculated.

13

The number of life points for a given alien life form is constant. In order to kill the alien, the damage must exceed this constant. The computer will display:

YOU KILLED HIM or MISSED

for each monster attacked. It will also display the sustained damage and what was needed to kill it. Example:

KILLED AN ADULT—DAMAGE: 34   NEEDED A 20

The effects of weapons will manifest themselves in one of three ways:

1. The computer will print:

WEAPON HAS NO EFFECT

2. The computer will print:

WEAPON MAKES MONSTER GROW

3. If the weapon has a positive effect against an alien, the damage sustained by the weapon will be added to that of any normal attacks (if any), so the positive effect may not be outwardly obvious. In this case, to determine the effect of a weapon, use the Weapon Inventory option while in the Space Station Display.

XV. VICTORY CONDITIONS

The Yargs have only one way to win, and that is to rid Space Station Zulu of all the alien intruders. Along the way a current score can be seen by hitting:

ATARI: the yellow [OPTION] key
APPLE: the + key and [SHIFT] key simultaneously

while in the station display. Since the game takes a significant amount of time to play, this score and the number of turns used can be used to judge your success if you don't have time to play an entire game (or simply to see if you or "them" are in the lead). To continue the game on the Apple, hit [RETURN]; on the Atari hit the "Fire" button.

The aliens win by taking over the ship. If all of the unfrozen Yargs and robots are killed, then the aliens have won. The unfortunate Yargs still in suspended animation will then become frozen snacks for the victorious aliens to consume at their convenience. The captain is presumed dead.

Score is calculated as follows:

Each robot killed	− 40 points
Each Yarg killed	− 8 points
Each adult killed	+ 15 points
Each larva killed	+ 10 points
Each spore killed	+ 7 points
Each Yarg defrosted	+ 4 points
Bonus for winning	+ 200 points

XVI. LOADING INSTRUCTIONS

The program requires 32K on cassette and 48K on disk.

1. ATARI® Cassette Load

A. Insert BASIC cartridge and plug joystick into Port 1.

B. Power up the system.

C. Insert the cassette.

D. Type CLOAD, push PLAY on the cassette player, hit cartridge [RETURN].

E. When the first segment is loaded, do not rewind or stop the cassette. The program is in two segments.

F. Type RUN. The first segment will display messages regarding the initial situation. It will then display the Space Station and automatically start to load the second segment.

G. After the second segment has been loaded, the program will automatically be started and the Space Station display will be drawn. You are now ready to play.

2. ATARI® Diskette Load

    A. Insert BASIC cartridge and plug joystick into Port 1.

    B. Turn on disk drive.

    C. Wait for busy light to go off.

    D. Insert the game disk.

    E. Turn on the computer.

    F. The game will automatically be loaded and started.

3. APPLE® Diskette Load

    A. Insert the game disk in Drive 1.

    B. Boot the disk, the program will load and run automatically.

® Trademarks of Apple Computers Inc. and Warner Communications

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog.* Consult parts list for current price.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "*complete*" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

    1. Check your equipment carefully to be sure that all cables and connections are correct.

    2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

    3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

    4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

    5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

    6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:
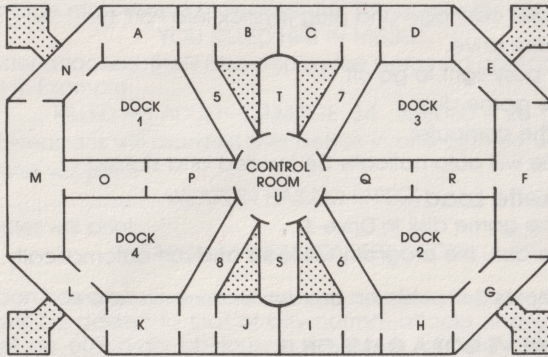
Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

Shaded areas are not accessible.

SYMBOL		NAME	DESCRIPTION
ATARI	**APPLE**		
		Knife	Sharp cutting instrument
		Laser Gun	Blinding, cruel laser beam
		Rad Bomb	Silent but deadly radiation
		Big Hammer	A slammer-hammer
		Fire Torch	Hot stuff
		Noise Bomb	Ear-shattering cacophony
		Ice Bottle	Concentrated Arctic
		Shock Rod	An electrifying experience
		Grenade	Boom-bang, gotcha!
		Rifle	Projectile Thrower

W2273   10/82   4410101